

**PEMBELAJARAN EKOSISTEM MELALUI SISTEM PERMAKULTUR
BERBANTUAN *ECO-GAMIFICATION* SEBAGAI UPAYA UNTUK
MENINGKATKAN KOMPETENSI BERPIKIR SISTEM DAN KOLABORASI
PESERTA DIDIK**

TESIS

diajukan untuk memenuhi salah satu syarat memperoleh gelar magister pada
Program Studi Pendidikan Biologi



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FAKULTAS PENDIDIKAN MATEMATIKA DAN ILMU PENGETAHUAN ALAM
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KATA PENGANTAR

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Penulis menyadari adanya berbagai keterbatasan menyebabkan penulisan tesis ini tidak terlepas dari kekurangan. Maka dari itu, kritik dan saran dari pembaca sangat berarti bagi pengembangan ilmu pengetahuan dan peningkatan kualitas penulisan di masa mendatang. Semoga penelitian dan penulisan tesis ini memberikan manfaat bagi pembaca dan memperkaya bidang keilmuan pendidikan sains khususnya biologi. Penyelesaian tesis ini tidak terlepas dari peran besar dan dukungan dari berbagai pihak, oleh karena itu penulis ingin menyampaikan ucapan terima kasih atas bantuan yang telah diberikan.

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ABSTRAK

Penelitian ini bertujuan untuk mengkaji peningkatan kompetensi berpikir sistem dan kolaborasi peserta didik setelah mengikuti pembelajaran ekosistem melalui sistem permakultur berbantuan *eco-gamification*. Permakultur merupakan ekosistem buatan yang mendukung praktik agrikultur berkelanjutan. Terdapat empat pos pembelajaran pada sistem permakultur meliputi pos perkebunan, akuaponik, pengomposan, dan budidaya lalat tentara hitam (*Hermetia illucens*). Elemen gamifikasi seperti papan skor, pemberian hadiah, dan kompetisi kelompok maupun individu diintegrasikan pada pembelajaran melalui *eco-gamification*. Penelitian ini menggunakan metode kuasi eksperimen dengan *nonequivalent control-group pretest and posttest design*. Sampel pada penelitian ini merupakan 50 peserta didik kelas X pada salah satu Sekolah Menengah Atas di Kota Bandung. Kelas eksperimen mengikuti pembelajaran ekosistem melalui sistem permakultur berbantuan *eco-gamification*, sedangkan kelas kontrol mengikuti pembelajaran yang biasanya guru lakukan di kelas. Instrumen tes berupa soal uraian digunakan untuk mengukur kompetensi berpikir sistem peserta didik. Sementara itu, kompetensi kolaborasi peserta didik diukur menggunakan *self-assessment*, *peer assessment*, dan lembar observasi. Hasil analisis data menunjukkan bahwa peningkatan kompetensi berpikir sistem peserta didik di kelas eksperimen lebih tinggi dibandingkan kelas kontrol, perbedaan tersebut signifikan berdasarkan hasil uji t ($p = 0,02$). Sementara itu, meskipun peningkatan kompetensi kolaborasi di kelas eksperimen juga lebih tinggi, perbedaan tersebut tidak signifikan ($p = 0,64$). Temuan ini menunjukkan bahwa pembelajaran ekosistem melalui sistem permakultur berbantuan *eco-gamification* secara signifikan meningkatkan kompetensi berpikir sistem dan berdampak positif terhadap pengembangan kompetensi kolaborasi peserta didik.

Kata kunci: berpikir sistem, ekosistem, kolaborasi, pembelajaran permakultur berbantuan *eco-gamification*.

ABSTRACT

This study aims to investigate the improvement of students' systems thinking and collaboration competencies through permaculture learning integrated with eco-gamification in ecosystem topics. Permaculture is an artificial ecosystem that promotes sustainable agriculture. There are four learning stations within the permaculture including mini garden, aquaponic installation, composting site, and black soldier fly farm. Gamification elements such as rewards, score achievements, and both group and individual competition are applied through eco-gamification, which is implemented in an outdoor environment within the permaculture setting. A quasi-experimental nonequivalent control-group design with pretest and posttest was employed, involving 50 tenth-grade students from a high school in Bandung. The experimental group participated in permaculture learning with eco-gamification, while the control group received the regular learning process. Systems thinking competency was assessed using essay-based tests, while collaboration competency was measured through self-assessment, peer assessment, and observation rubrics. The t-test results showed a significant difference in the improvement of students' systems thinking competency between the two groups ($p = 0.01$). Meanwhile, there was no significant difference in the improvement of students' collaboration competency ($p = 0,26$). However, students in the experimental group demonstrated greater improvement compared to those in the control group. It suggests that permaculture learning integrated with eco-gamification in ecosystem topics may still support the development of collaboration competency. Overall, the findings suggest that permaculture learning integrated with eco-gamification in ecosystem topics is particularly effective in improving systems thinking competency, with potential benefits for collaboration as well.

Keywords: collaboration, ecosystem, permaculture with eco-gamification learning, systems thinking.

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